



CONAN[®]

THE
× SHADOW ×
KINGDOM





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THIS EXPANSION REQUIRES COMPONENTS FROM THE CONAN 2015 CORE BOX AND THE CONAN THE CONQUEROR EXPANSION BOX.



CHAPTER ONE

In the epoch before the great cataclysm, there was no greater Kingdom than Valusia and no greater King than Kull. But Kull was no Valusian; he was a foreigner from the eastern continent of Atlantis. His foes were many, all of them resentful of this barbarian sitting on the Topaz Throne. Though the threats were numerous and ceaseless from men all over the Thurian continent, it was an inhuman and ancient threat from the Younger Earth that nearly ended his rule. Though Kull—with the aid of a Pict named Brule—managed to defeat the shape-shifting Serpent-people, the threat did not end there. The necromancer Thulsa Doom, self-proclaimed nemesis of Kull, allied himself with the snakes that speak, and under his leadership they became a timeless threat—one that plagued not only Kull and Valusia, but future kings and unborn kingdoms.

This is a tale untold by Nemedian scholars. This is a story of shadows out of time...

It was well past midnight when three knocks sounded on the chamber door of King Kull. A life in the saddle trained him to rest lightly, and he was on his feet before the third knock landed. Scooping up his axe from beside the divan, he strode to the door, nerves alight, muscles tensed like steel traps. Through the slit he saw the familiar face of his Pictish friend.

"Brule," said the king as he unbolted and opened the heavy iron-framed door, "why come you at such a late hour?"

The Pict remained as a statue. "I will not enter, my King. You must first know you can trust me."

"Speak plainly, Pict. The hour is late and my mind is mazed."

"Shadows gather, Kull. The snakes that speak wander your halls once more. What's worse, your nemesis, Thulsa Doom, guides their movements."

"Then speak the words, by Valka! Ka nama kaa lajerama. Speak them, Pict, and I will know you are no snake."

"I'm afraid that won't be enough. Through the necromancer's sorcery, these snake-men may speak the words as clearly as any man."

Kull tightened his grip on the leather haft. "Valka! What has transpired this night? I snatch an hour's sleep and my kingdom starts to unravel! How can I know it is truly Brule, the Spear Slayer, who stands before me, and not a serpent, swaddled in Pict flesh?"

"Pose me a question only Brule could answer," replied the Pict.

Kull's brows knitted as he searched his memories. "Very well. I have it. When we first met, what question did you pose to me?"

The Pict considered it a moment, then a slim smile parted his lips. "I asked if you were man or king."

Kull returned the grin and lowered his axe. "Then let us sheath our blades once more in serpent's flesh. You saved my hide from these slithering devils once before. I shall not doubt you now, my friend."



Kull had hoped the threat was over. He tried to ignore the blank stares and slack jaws of his Red Slayers. He told himself the men were merely exhausted from their skirmish with the rebels. After all, on the journey home, the only sleep they'd gotten was in the saddle. Kull was tired, too—tired enough to ignore the gnawing suspicion that something was wrong.

But when Brule arrived in the dead of night, Kull knew he could no longer ignore his own intuition. Brule was not known to make jests, and Kull had learned hard lessons why he should always trust the Pict's instincts. The Serpent-men had returned, and Thulsa Doom was now their leader. Worse yet, Kull knew the snakes were already hiding among his guards, wearing the flesh of men like clothes.

He needed to act swiftly—needed to locate an old trinket and make sure all of his men were indeed...men.



WINNING THE GAME



The Heroes win immediately once they've acquired the Serpent Armlet **AND** there are no Serpent-men on the board.



The Overlord wins if all Heroes are killed **OR** if there is at least one Serpent-man on the board at the end of turn 8.



The game starts with the Heroes' turn.
The Heroes deploy in the area indicated on the setup diagram.



After setup, Heroes do not move any gems from their Reserve zone to their Fatigue zone.

SUGGESTED HEROES (2): King Kull (Atlantean Axe, Leather Armor)
Brule (Cutlass, Javelin, Leather Armor)



During setup, the Overlord selects the tokens numbered 1 through 3, and places one in each room (as shown on the setup diagram), number side down.

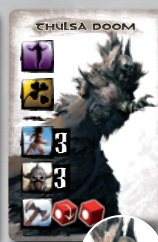


THE SERPENTS MANIFEST:

Replace up to 4 Bossonian Guards with Serpent-men. You may not have more than 5 Serpent-men of a single tile type on the board at one time. You may never have more than 10 Serpent-men on the board at once.



The Overlord starts with 9 gems in their Reserve zone, 0 gems in their Fatigue zone and places the recovery token showing a recovery value of "3" in the Book of Skelos.



3



Thulsa Doom has the Whirlwind and Teleport spells.

SPECIAL RULES:

TOKENS: When a Hero enters a room containing a token, flip the token. Each token represents something different. The ① token represents the Serpent Armlet, the ② token represents the Portcullis Lever, and the ③ token represents nothing but a waste of time.

THE SERPENT ARMLET: The Heroes need to acquire the Serpent Armlet to win the game, but it also provides a bonus. Heroes in the same area as the Armlet may ignore Jinx and Protected (The Armlet does not need to be equipped). When the ① token is revealed, replace it with the Halo of Mitra token. Once a hero spends 1 for a simple manipulation to pick up this item, place this token around their base. It has zero weight and may be thrown, passed, or dropped like any other item.

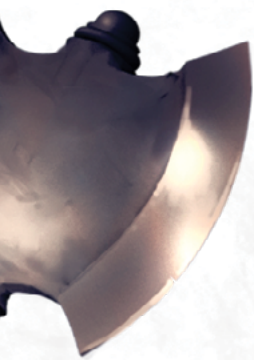
THE PORTCULLIS LEVER: When the ② token is revealed, Heroes may pull the Portcullis Lever to seal off the castle and trap all trespassers. To do so they must be in the same area as the ② token and spend 1 for a simple Manipulation. When they do this, all areas highlighted in yellow can no longer be crossed or accessed by any means. Use whichever tokens you wish to denote this. Any miniatures (including Bossonian Guards) in these blocked zones are trapped. Immediately remove them from the

board, and place any Serpent-men back in the Overlord's pool; they may be brought back via the Event tile. Thulsa Doom is the exception. If he is trapped in any of these areas, he may still make his way back to an area of the board still in play. To do so, he must use his Teleport spell to cross over any blocked areas.

THE GUARDS: The Bossonian Guards represent Kull's elite fighting men, the Red Slayers. Under Thulsa Doom's spell they are in a catatonic state, unable to move or speak, making it easy for Serpent-men to usurp their identities. For game play purposes, they are used by the Overlord to replace with Serpent-men. For all other purposes, they may be ignored. Guards are ignored for the purposes of determining Whirlwind damage. Bossonian Guards do not count for determining victory conditions; if all Serpent-men have been removed from the board, but there are still Bossonian Guards, the Heroes still win.

CHESTS: During setup, the Overlord places two chests on the board as indicated by the setup diagram. A Hero must score 1 on a complex Manipulation to open the chests. The asset deck contains: Throwing Knives and a Life Potion.





CHAPTER TWO

Kull was getting desperate. He had come painfully close to capturing Thulsa Doom and thus ending the most persistent threat to the kingdom of Valusia. But in the end Doom had managed to slither away, and it had been months since Kull's scouts and sages found any sign of the necromancer.

After exhausting all rational options, Kull sought the aid of Gonar, a Pict of infamous reputation. He knew if there was any chance of finding Doom before Doom found him, it would lie with the ageless Pict.

The Commorian's dying screams reverberated throughout the massive cavern chamber. All around, black eyes peered from beneath wild manes, watching impassively as old Gonar drew forth the man's smoking heart. This was not the first man to die on Gonar's altar—far from it. As of late, the aged Pict's beard was ever-stained in sacrificial blood, as was his tattooed flesh. These were ancient and brutal rites, but this black magic yielded results. King Kull could ill afford another scrupulous approach. He needed to find Thulsa Doom, and time was running out.

"What does the blood tell us, Gonar?" asked the King of Valusia.

The old wizard's eyes shot skyward, up to the narrow cleft in the ceiling where the full moon shone down on the assembly. "This man indeed attended a tryst with the necromancer. The tidings I'm about to share, King Kull, are both sweet as honey, and bitter as defeat."

"Speak plainly, Pict. I've no time for riddles. What of Doom and the Serpent-men?"

"They're gone," said the wizard, as he pressed his dripping hands to the stony ground, smearing blood into shapes and symbols. Kull's patience was dwindling, but before he could voice his frustrations, the Pict continued, "Are you ready to dream, Kull of Atlantis? Are you ready to once more walk the road of sleep?"

"You don't mean—"

"Yes," the Pict cut him off. "You must travel the mists if you wish to find Doom, for he is no longer of this time."

"Fool! I still don't believe dreams ever carried me from this world. Vivid dreams are not sorcery. I've long-brooded over the nature of reality, and gleaned very little from the brooding." But his words lacked conviction, and Kull knew it. He was still a seeker. Perceptions of time and being fascinated him, though it was a curiosity he tried to conceal of late. For a moment he too looked up to the moon and then to the fur-clad men painted silver by its light. He tried once more to dismiss the wizard's crazed words. "If life is illusion, then I am no less an illusion, and being thus, the illusion is real to me."

The Pict grinned at Kull's words. "How fitting," he said, as his jaw split into a wider smile, revealing rows of rotten teeth. "I wonder if you and he are like Gonar now and Gonar then—the same man."

"He? Doom? Of whom do you speak? I told you, now is not the hour for riddles, Pict?"

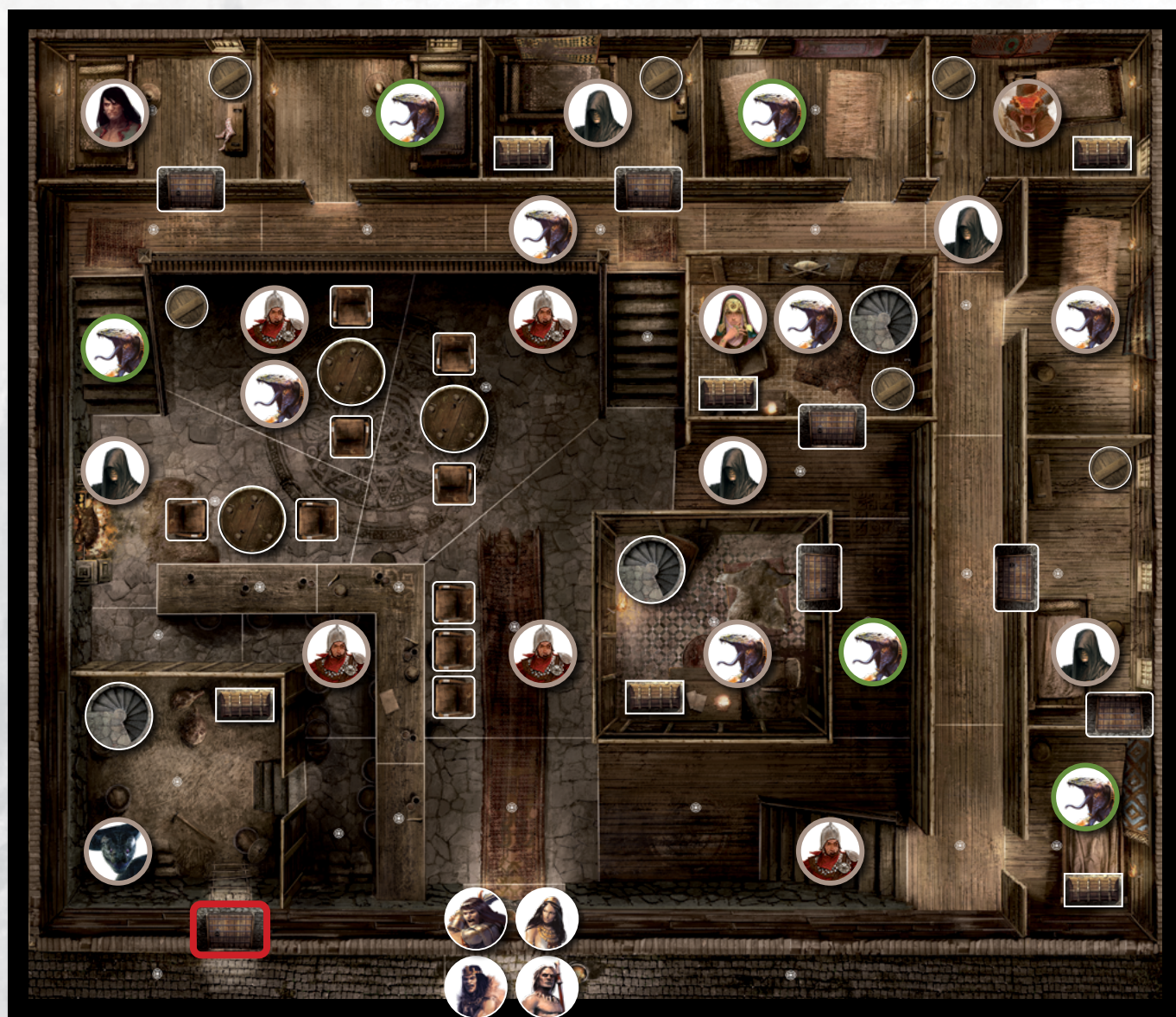
"No, not Doom. Another king—like you and the king of the heather. But this man rules the mightiest kingdom the world will ever know—has ever known. You shall meet him soon enough. . . ." Gonar's words trailed off and then he added, "that is, if you don't account for time."



King Conan had suffered more threats to his throne than he had wounds to his flesh. Some arrived on the quivering lips of Nemedian heralds; others were carried by the beat of Pictish drums. After the Year of the Dragon had ended and Conan managed to recover his throne from the most formidable foe he'd ever faced, he hoped for peace. Nay, he demanded peace!

But when his closest advisor arrived in his chamber with two emissaries from an unnamed kingdom—two men who claimed to have stepped out of the mists of time—Conan knew peace would remain a distant memory. Why couldn't it be the Nemedians again or even the Stygians? By Crom, he'd welcome a wave of howling Picts, if it meant avoiding the plots of sorcerers or devils from the Outer Dark!

It would not be so simple, however. The advisor brought news that Conan's scouts and spies reported having seen King Conan and Queen Zenobia at an inn less than a day's ride from Tarantia, apparently parleying with sworn enemies of Aquilonia. Knowing that he and the queen had not left his keep for a fortnight, Conan bristled at the implication. He would find out who dared usurp their royal identities and how they did it. And what of these strangers from the past? What brought them here, and why would they offer him aid? Sighing wearily, Conan reached for his goblet of wine and drained it in a single gulp. "Find your tongues, then," he said.



WINNING THE GAME



The Heroes win if they find the secret stairs, destroy the venom barrels and kill the imposter Conan and Zenobia before the end of turn 8.



The Overlord wins if all four Heroes are killed **OR** if the Heroes fail to meet their objectives.



The game starts with the Heroes' turn.

SUGGESTED HEROES AND EQUIPMENT (4): Conan the Conqueror (Spiked Mace, Scale Mail), Zenobia (Kris, Leather Armor), King Kull (Akbitanan Sword, Chain Mail), Brule (Cutlass, Net, Leather Armor, Throwing Knives)

SUBSTITUTION SUGGESTIONS: King Conan or Amra the Lion may be substituted for Conan the Conqueror. Octavia or Shevatas may substitute for Zenobia. N'Gora may be substituted for King Kull. Balthus may be substituted for Brule.



The Heroes start with NO gems in their Fatigue zone.



The Overlord starts with 5 gems in their Reserve zone, 5 gems in their Fatigue zone and the recovery token showing a recovery value of "5" in the Book of Skelos.

The Overlord will use the Princess miniature and Zenobia tile to represent the imposter Zenobia. Randomly place 1 and 2 face down in the areas indicated. Place the Son of Set tile and Giant Snake tile in the Overlord's area (but not in the River).

SERPENT STRIKE OCCURS IN THE FOLLOWING ORDER.



1 • Replace any laid down Bossonian Guards or Khitan Acolyte miniatures with previously killed Serpent-men miniatures. If a Serpent-men tile was flipped, turn it back over. No more than 5 Green Serpent-men and 5 Beige Serpent-men miniatures may be on the board. If a tile has been dredged, the miniatures cannot be returned to the board.

2 • Activate the Son of Set (2 Life Points)

3 • Activate the Giant Snake (2 Life Points)

4 • If the Son of Set or the Giant Snake has been killed the Overlord may remove Conan the Pirate or Zenobia's laid down miniature and tile from the board to return one of the snakes (2 Life Points) to the area the laid down miniature was in. If there isn't enough room in the area, you may place the miniature in an adjacent area. This is usable once per Event activation. Remove the Event tile if all the associated miniatures are off the board.



SUBSTITUTION SUGGESTIONS:

Black Dragons may substitute for Bossonian Guards. Demon of the Earth may substitute for the Giant Snake. Scourge of Set may substitute for the Son of Set.

SPECIAL RULES

MAP NOTES: Normal map rules apply (see game board rules on page 5 of the Tome of Skelos). The red door is considered part of the wall and may not be used. Chair combat bonus () and table/bar top elevation bonuses apply.

OVERSIZED UNITS: The Giant Snake and Son of Set follow the rules for Oversized Units on page 3 of the Tome of Skelos

BAR TOP AREAS: The Giant Snake or the Son of Set do not pay the extra movement point to enter a bar top area. When either snake enters a bar top area place a Wrecked Wall token. This area is now treated as a normal area.

SECRET STAIRS: When a Hero enters a room with a , flip it over. If it has the , the Hidden Stairs have been discovered. If a is shown, replace the with a Pit token . A Hero that discovers a suffers 1 (no rerolls) of damage that cannot be defended. A Hero with Leap can avoid the damage by rolling 2 or more on 1 .

PIT TRAP: It costs 1 extra movement point to move out of an area with a Pit token , unless a Hero has the Climb skill. Overlord units are not affected by Pit tokens.

SERPENTINE DECEPTION: When Conan the Pirate, Zenobia, a Bossonian Guard or a Khitan Acolyte is killed, lay its miniature down in the area. (See Event) If all miniatures of a tile are laid down, flip the tile.

NET: A Bossonian Guard or Khitan Acolyte with a are removed from the board when they are killed.

VENOM BARRELS: may be destroyed with a Complex Manipulation with a difficulty of 4. A Hero may add the dice bonus from 1 of their Melee weapons.

POISON: A character with the Poison skill rolls 1 extra when performing a Melee Attack.

DOORS: Require a complex Manipulation of 2 to open. Overlord units can move through them for 1 extra movement point and remove the door.

CHESTS: Require a simple Manipulation to open. The asset deck contains: Nemedian Poniard, Heavy Spear, Atlantean Axe, Life Potion x2, Conan's Great Sword.



CHAPTER THREE

Knowing the threat to his kingdom was of an uncanny nature, King Conan decided to employ uncanny methods to fight it. He could no longer trust all the men he once had, so he shrank his inner circle to include only Hadrathus and the two men who had evidently stepped out of the mists of time. Conan had discovered stranger truths in his days of thieving, reaving, and conquering—what was one more surreal scenario, especially if it meant crushing the enemy.

“Don’t tell me what the Priests of Asura say! Crom’s teeth, I know what they say.” King Conan slammed a fist down on the map table before him. Hadrathus, who’d recently become an advisor to the king, had already suffered his black moods, but never like this. “A blind man could see my men-at-arms are not what they seem.” Conan snatched a tottering goblet from the table, spilling red wine over the scrolls and leather maps scattered there. He drained the cup in a single gulp and sent it clattering to the floor. Then he smacked his lips, shrugged his mighty shoulders, and strode toward the balcony.

Hadrathus started as he noticed two shadowy figures flanking the moonlit entrance. How could they have eluded my sight? One was tall and black haired, his massive frame rivaling that of the king’s. From what Hadrathus could discern, the man seemed a physical match for the king. A rare thing, indeed. The other was stockier with a dark complexion and wild aspect. A Pict? But unlike any he’d seen. The two followed behind Conan as he passed. Uninvited but burning with curiosity, Hadrathus slinked after them into the cool night air.

“Conan, we have but a handful of men whose blood runs hot. The rest? We can’t trust their skins are their own.” It was the tall man who spoke. Hadrathus’s skin prickled as he saw just how close a match to the king he was. “We must move now and attack our enemies while they slither back to their holes. We can’t trust anyone to track them, save ourselves.” The man paused and clasped a hand on the shorter man’s shoulder. “And by Valka, you’ll find no greater tracker than Brule here. I’ve seen him stalk tigers in broad daylight without them knowing.”

“Crom, am I to take advice from my twin—a man who appears from the mist, offering aid but wanting nothing in return?” The King paused and

stretched his mighty frame before leaning on the railing overlooking the great sprawl of Tarantia. “Well, Kull, man of the mists, you’ve given me no reason to doubt you. You and Brule have raised swords with me, and are therefore my dog brothers. My kingdom has faced all manner of strange threats. What’s one more?” A mirthless grin split the king’s jaw.

“Conan, this is all as a dream to Brule and me. Would you believe you’re not the first king I aided across the gulfs of time? Ha! It’s a mad world and reality is as slippery as the snakes we face. I know not what is real—what is then and what is now—I know only I wish to crack the skull of Thulsa Doom and render him mortal. Let us find him this night, and rid the world of his plots forever.” Kull glanced toward his Pictish companion and grinned. “Future kings would benefit from our efforts, I think—whether or not they ever come to know of our deeds.”

Conan shook his black mane like a great cat, scoffing at Kull’s words. “You’re a strange man, Kull. You speak in riddles. My thoughts lead me to straighter roads, but it’s clear you offer wisdom. I agree. Tonight shall be a night of kings, and—as you say—for kings to come.” Conan turned his volcanic gaze to the Pict. “Brule, I’ve never known a Pict such as you, but you’ve proven yourself an ally. I’m no stranger to tracking, so let us work as one and flush out these devils! And you,” the king fixed Hadrathus with his smoldering blue eyes, “tell me what you know of killing men that time cannot.”

Hadrathus searched his thoughts for a moment, all the while enduring the probing gazes of the three warriors. Immense pressure, he knew, was responsible for creating diamonds, and he could only hope the idea blooming in his mind was of comparable value. “I . . . I think I know what we must do. Come. Let us tarry no longer.”



The two men from the mists—two warriors who claimed to hail from the days before the oceans drank Atlantis—had proven themselves allies to the king. Conan only came to trust others after they'd proven themselves in battle, and these two managed more than that—their knowledge of these snakes that speak had probably saved his life and that of his queen's. With the strangers' help, and the few men he could still trust, Conan managed to drive the foe into hiding within the untamed forests to the south. Conan himself had seen what horrors lair within that dark wilderness, and had heard tales of abandoned cities and ruins scattered there.

After tracking his quarry to a crumbling temple deep within the forest, Conan knew the snakes had nowhere left to slither. Mitra willing, he and his men would breach the entrance and wash the floors in serpents' blood. But Conan knew Thulsa Doom would have had time to prepare for their coming. It was time to don harness and sharpen their wits as keenly as their blades.



WINNING THE GAME



The Heroes win, once Thulsa Doom's skull has been burned.



The Overlord wins if all Heroes are killed **OR** if Thulsa Doom's skull has not been burned by the end of turn 8.



The game starts with the Heroes' turn.

SUGGESTED HEROES (3): Conan the Conqueror (Scale mail, Conan's Great Sword, x3 Bossonian Guards). King Kull (Atlantean Axe, Chain Mail, x3 Bossonian Archers). Brule (Akbitanan Sword, Throwing Knives, Leather Armor).



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 8 gems in their Reserve zone, 4 gems in their Fatigue zone and places the recovery token showing a recovery value of "5" in the Book of Skelos.

When either Event tile is activated, the Overlord may choose one of the 3 options below.

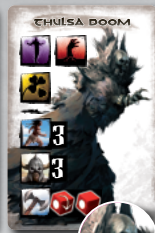


REINFORCEMENTS: 5 reinforcement points

AURA OF DOOM: Choose a Hero. That hero must move 2 gems from their Reserve zone to their Fatigue zone, and all other Heroes in their area must move 1 gem from Reserve zone to Fatigue

zone. Heroes can only move gems if they have them. This effect does not cause wounds. This Event option is still available if Thulsa Doom has been killed as his infernal essence yet lingers until his skull is destroyed.

RAISE THE SCOURGE: Activate the Scourge of Set. When activating the Scourge during this Event, do not move its tile in the River.



SUBSTITUTIONS:

The 3 Bossonian Guards may substitute for 3 Black Dragons. The 3 Bossonian Archers may substitute for 2 Crossbowmen (use the green tile).

Thulsa Doom has the Yog's Hunger and Set's Halo spells.

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SPECIAL RULES:

THE SERPENT ARMLET: All Heroes in the area with the Serpent Armlet may ignore Jinx. In addition, Heroes in adjacent areas benefit from the Serpent Armlet's effects if the area with the Armlet is Occupied. The Serpent Armlet has an encumbrance value of 0 and is subject to the same rules as other items for passing, throwing, dropping, etc. Use the Mitra's Halo token to represent the Serpent Armlet. **NOTE:** The Armlet does not need to be equipped by a Hero to confer its benefits.

THE SCOURGE OF SET: The Scourge of Set is an abomination created by the necromantic sorcery of Thulsa Doom. During its creation, Doom bestowed some of his immortal essence to the beast and is therefore part of it. As long as the Scourge of Set is alive, Doom may neither be targeted nor harmed by any attacks. Once the Scourge has been killed, Doom may be targeted normally. The Scourge of Set has 10 Life Points. For this scenario the Scourge of Set is considered an Oversized unit (see page 3 in the Tome of Skelos).

THULSA DOOM: Thulsa Doom cannot be targeted by an attack until the Scourge of Set has been killed. He may still activate and affect Heroes

with his Skills as normal. Thulsa Doom has 10 Life Points. When Thulsa Doom is killed, remove his miniature and replace it with the token, which represents his skull. The skull has 1 weight and is subject to the same rules as all other items (for passing, throwing, dropping, etc.). Thulsa Doom has the Attack From Beyond skill for this scenario.

DESTROYING THE SKULL OF THULSA DOOM: Being an immortal necromancer, Doom can only be destroyed if his skull is obliterated. To do this, the Heroes must place it in the area containing the large brazier at the top of the stairs (marked on the diagram with). It may be dropped or thrown into the area. As soon as it's there, the Heroes win the game.

BOSSONIAN TROOPS: Both Conan and Kull have allies they may command via the Leadership skill. Though they have been assigned their own tiles, they may activate one another's allies. To avoid confusion over which hero's gems have been used to activate the tiles, you may want to use red gems for Conan's Hero Sheet and blue gems for Kull's.